

# Circuit Simulation Project

<https://esim.fossee.in/circuit-simulation-project>

**Name of Participant:** Aditi Anil Bodkhe

**Project Guide:** Dr. Maheswari. R

**Title of the project:**

**Conversion of 4X1 Multiplexer to 3x1 Multiplexer Using eSim**

**Theory:**

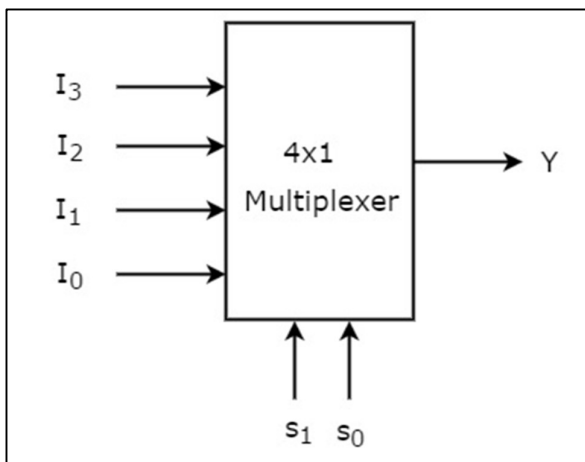
Multiplexer is a combinational circuit that has maximum of  $2^n$  data inputs, 'n' selection lines and single output line. One of these data inputs will be connected to the output based on the values of selection lines.

Since there are 'n' selection lines, there will be  $2^n$  possible combinations of zeros and ones. So, each combination will select only one data input.

Multiplexer is also called as Mux.

Whereas, 4x1 Multiplexer has four data inputs  $I_3$ ,  $I_2$ ,  $I_1$  &  $I_0$ , two selection lines  $s_1$  &  $s_0$  and one output  $Y$ . Whereas, a 3x1 Multiplexer has three inputs, different than the usual form of  $2^n$  input lines and 2 select lines.

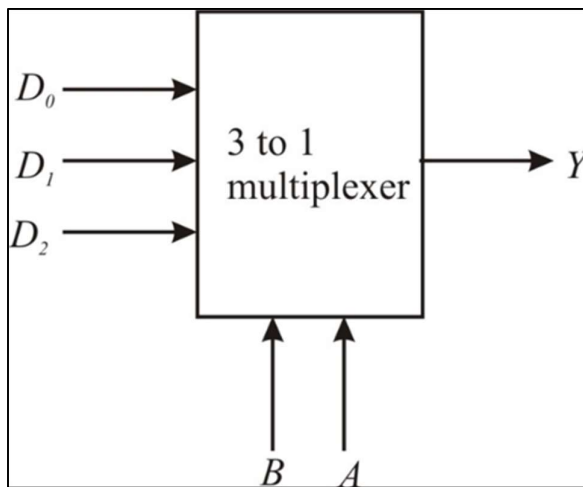
**4x1 MUX:**



Truth table:

Selection Lines		Output
$S_1$	$S_0$	$Y$
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$

3x1 MUX:



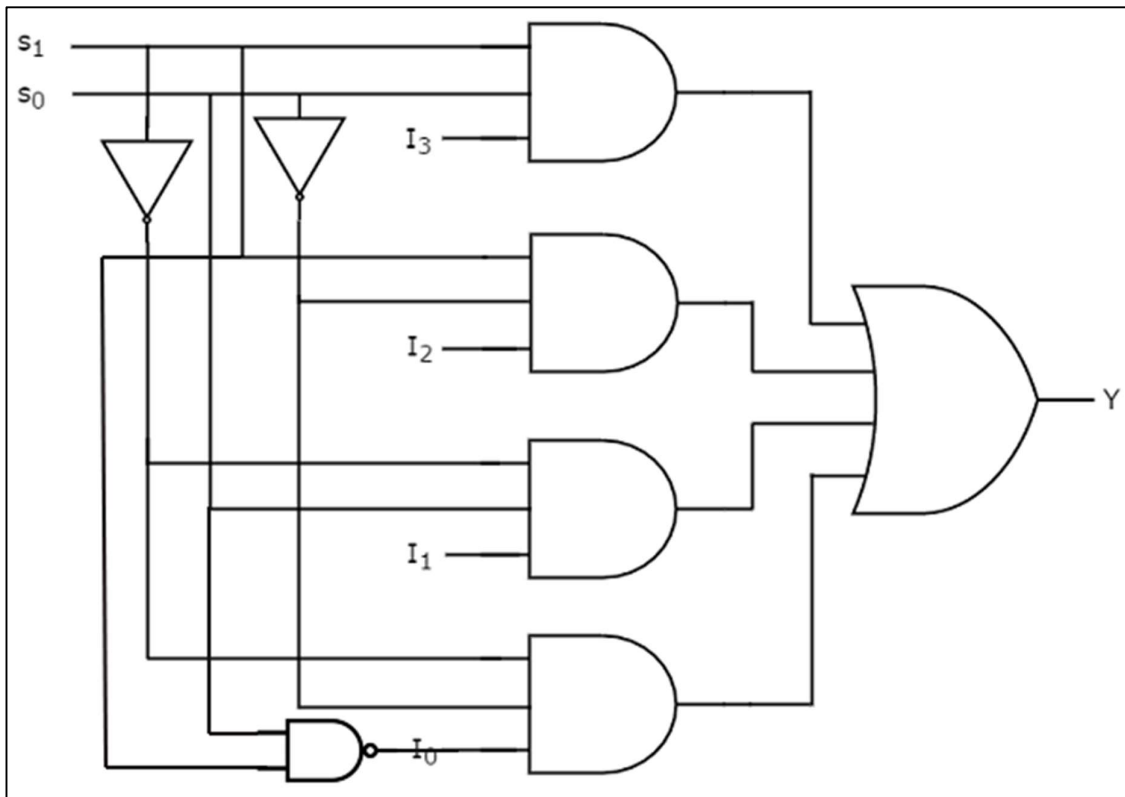
Truth table:

Selection Lines		Output
$S_1$	$S_0$	$Y$
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_2$

To convert a 4x1 MUX to a 3x1 MUX, we need to add a NAND gate to the original 4x1 MUX circuit and give the select lines as the inputs, i.e., S0 and S1 and the output should be connected to the fourth input line I<sub>3</sub>. Therefore, the final circuit will have 3 input lines, I<sub>2</sub>, I<sub>1</sub> & I<sub>0</sub> and 2 select lines S0 and S1, i.e., a 3x1 MUX.

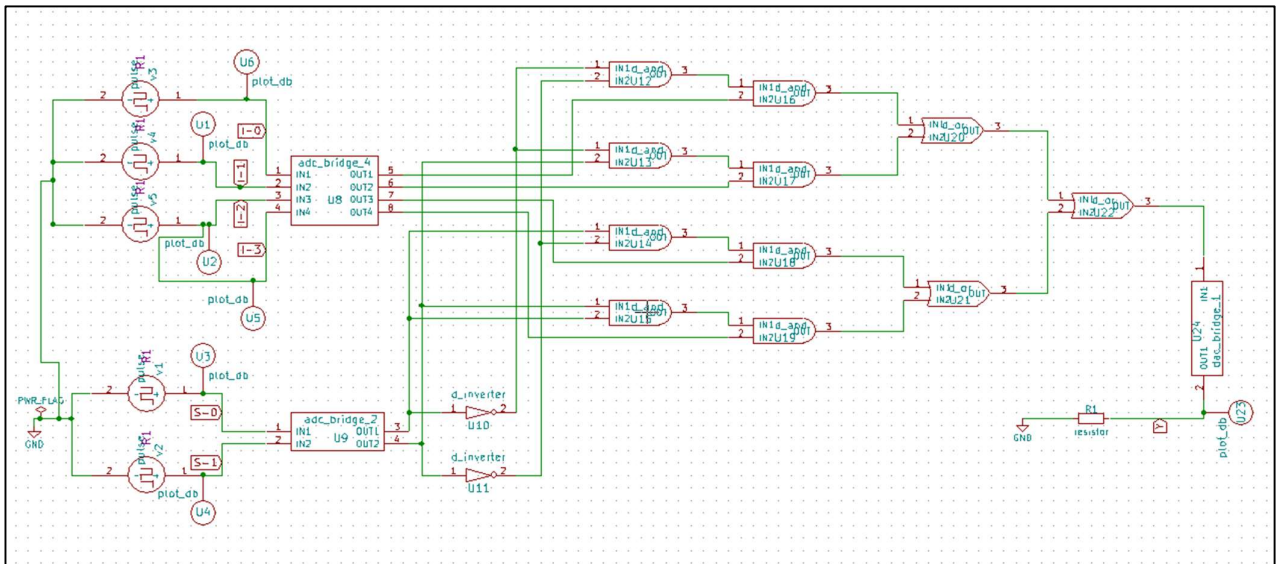
**Circuit:**

The circuit of the conversion of a 4x1 MUX to 3x1 MUX is shown below:



## Schematic in eSim:

The circuit schematic of the conversion of a 4x1 MUX to 3x1 MUX in eSim is shown below:



## Source and Analysis for Reference:

V1, V2, V3 , V4, V5:

Analysis	Source Details	Ngspice Model	Device Modeling	Subcircuits
Add parameters for pulse source v3				
Enter initial value(Volts/Amps):				0
Enter pulsed value(Volts/Amps):				5
Enter delay time (seconds):				160
Enter rise time (seconds):				0
Enter fall time (seconds):				0
Enter pulse width (seconds):				160
Enter period (seconds):				320
Add parameters for pulse source v4				
Enter initial value(Volts/Amps):				0
Enter pulsed value(Volts/Amps):				5
Enter delay time (seconds):				80
Enter rise time (seconds):				0
Enter fall time (seconds):				0
Enter pulse width (seconds):				80

Analysis Source Details Ngspice Model Device Modeling Subcircuits

Enter parameters for pulse source v1

Enter initial value(Volts/Amps): 0

Enter pulsed value(Volts/Amps): 5

Enter delay time (seconds): 40

Enter rise time (seconds): 0

Enter fall time (seconds): 0

Enter pulse width (seconds): 40

Enter period (seconds): 80

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Add parameters for pulse source v1

Enter initial value(Volts/Amps): 0

Enter pulsed value(Volts/Amps): 5

Enter delay time (seconds): 160

Enter rise time (seconds): 0

Enter fall time (seconds): 0

Enter pulse width (seconds): 160

Enter period (seconds): 320

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Analysis Source Details Ngspice Model Device Modeling Subcircuits

Enter parameters for pulse source v2

Enter pulsed value(Volts/Amps): 5

Enter delay time (seconds): 160

Enter rise time (seconds): 0

Enter fall time (seconds): 0

Enter pulse width (seconds): 160

Enter period (seconds): 320

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Add parameters for pulse source v2

Enter initial value(Volts/Amps): 0

Enter pulsed value(Volts/Amps): 5

Enter delay time (seconds): 80

Enter rise time (seconds): 0

Enter fall time (seconds): 0

Enter pulse width (seconds): 80

Enter period (seconds): 160

## Analysis:

Analysis Source Details Ngspice Model Device Modeling Subcircuits

Select Analysis Type

AC  DC  TRANSIENT

Transient Analysis

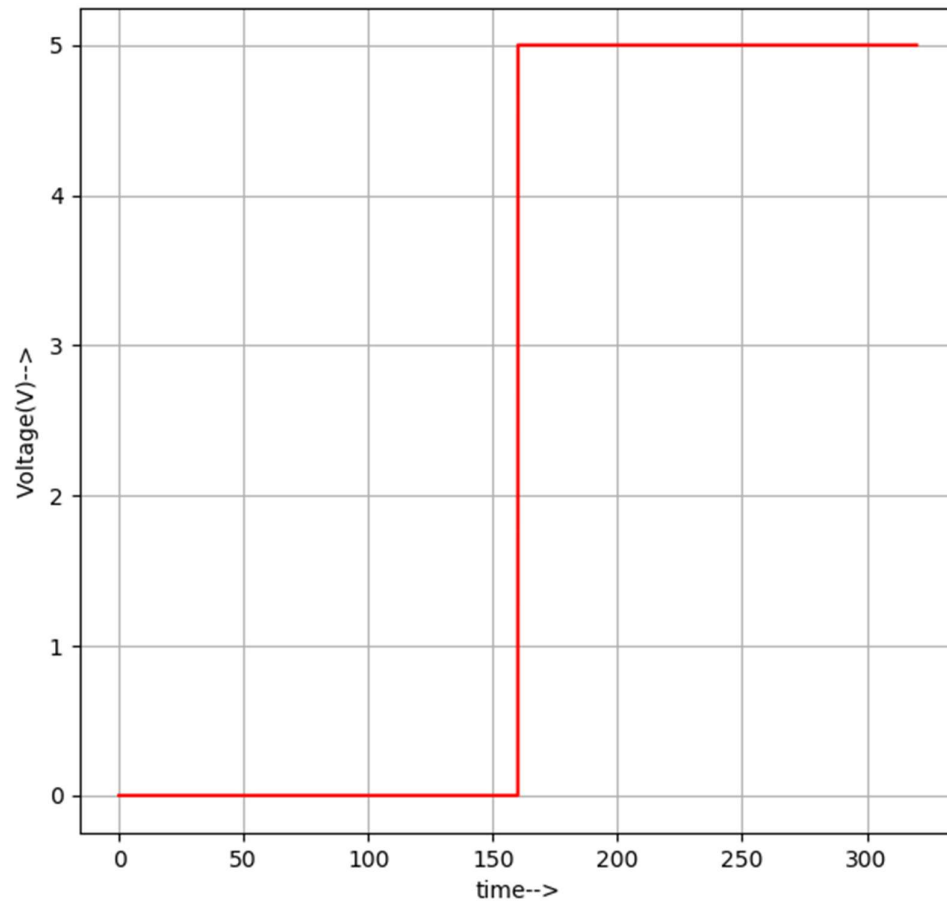
Start Time 0 Sec

Step Time 10 ms

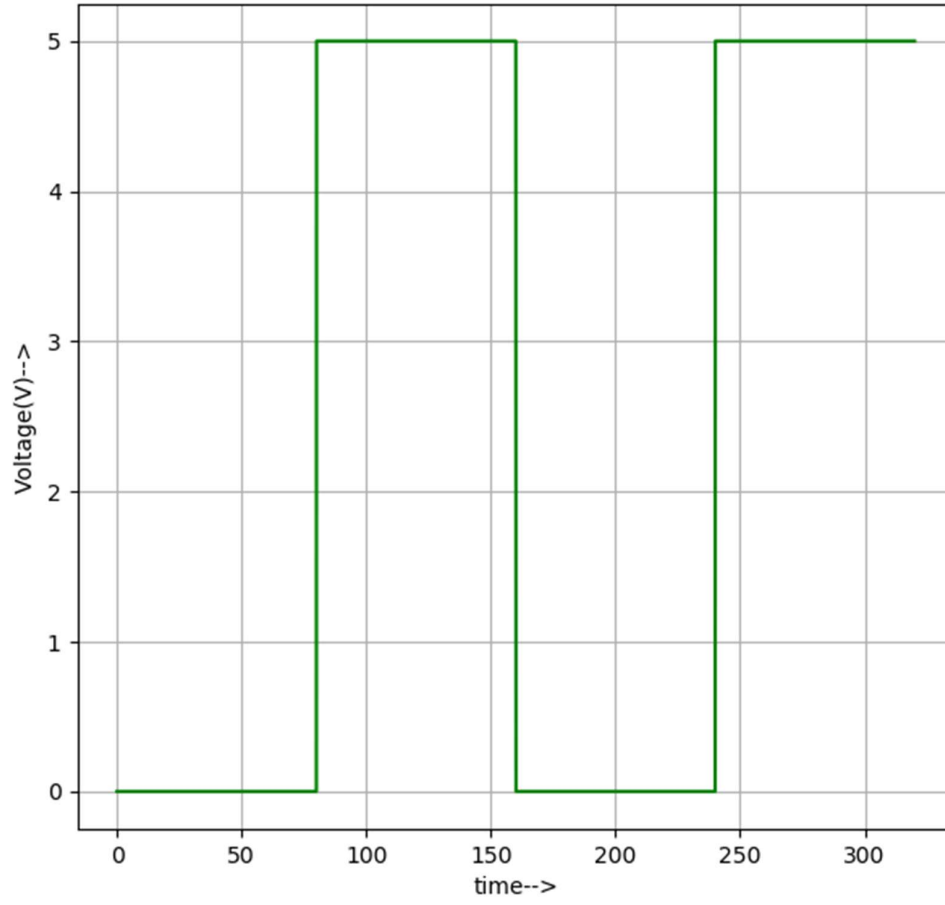
Stop Time 320 Sec

## Simulation Results for the Schematic:

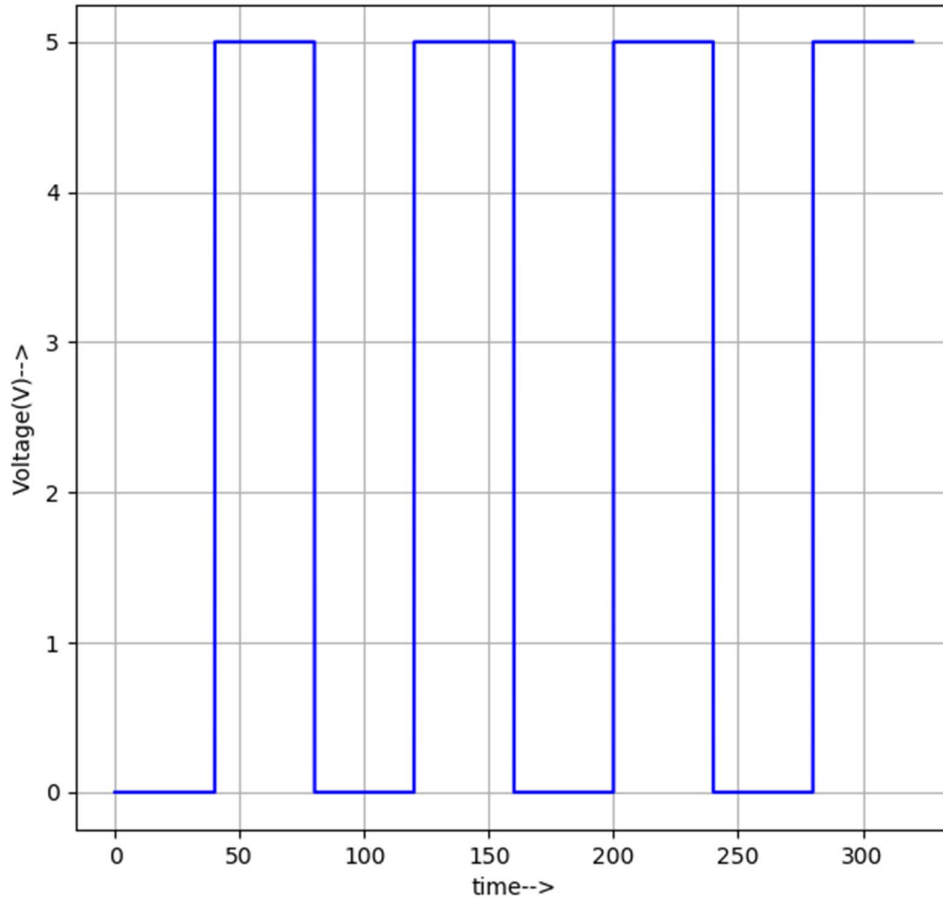
I-0:



I-1:

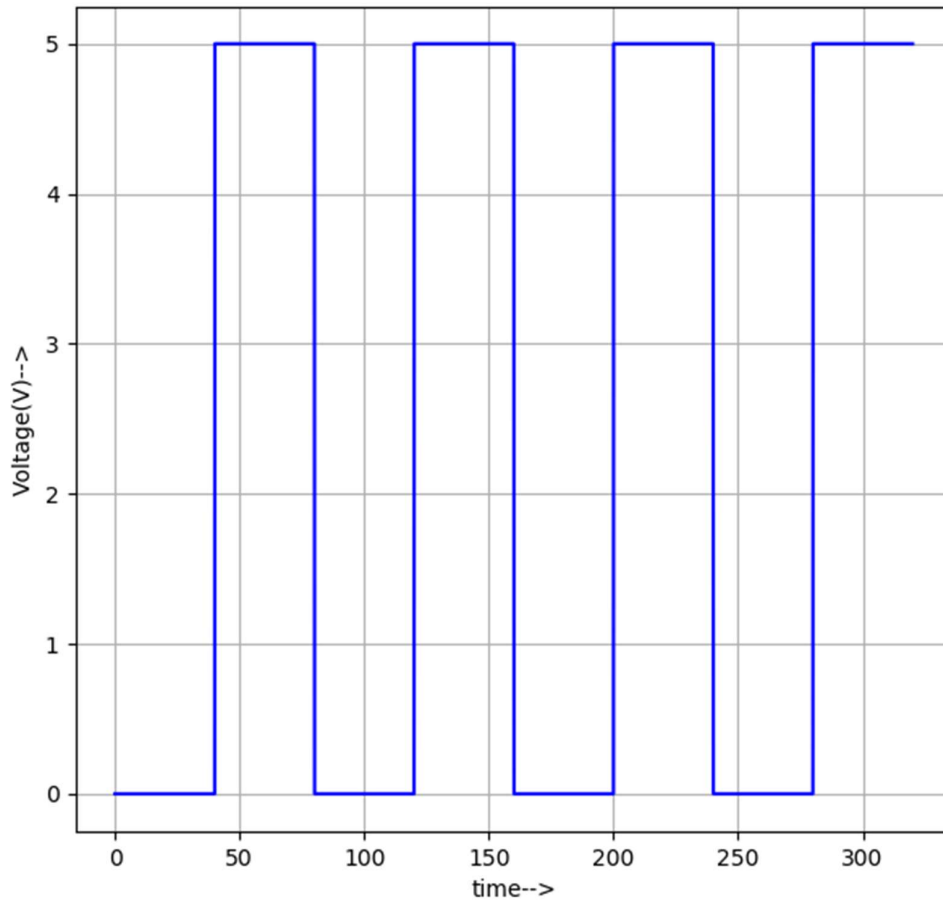


I-2:

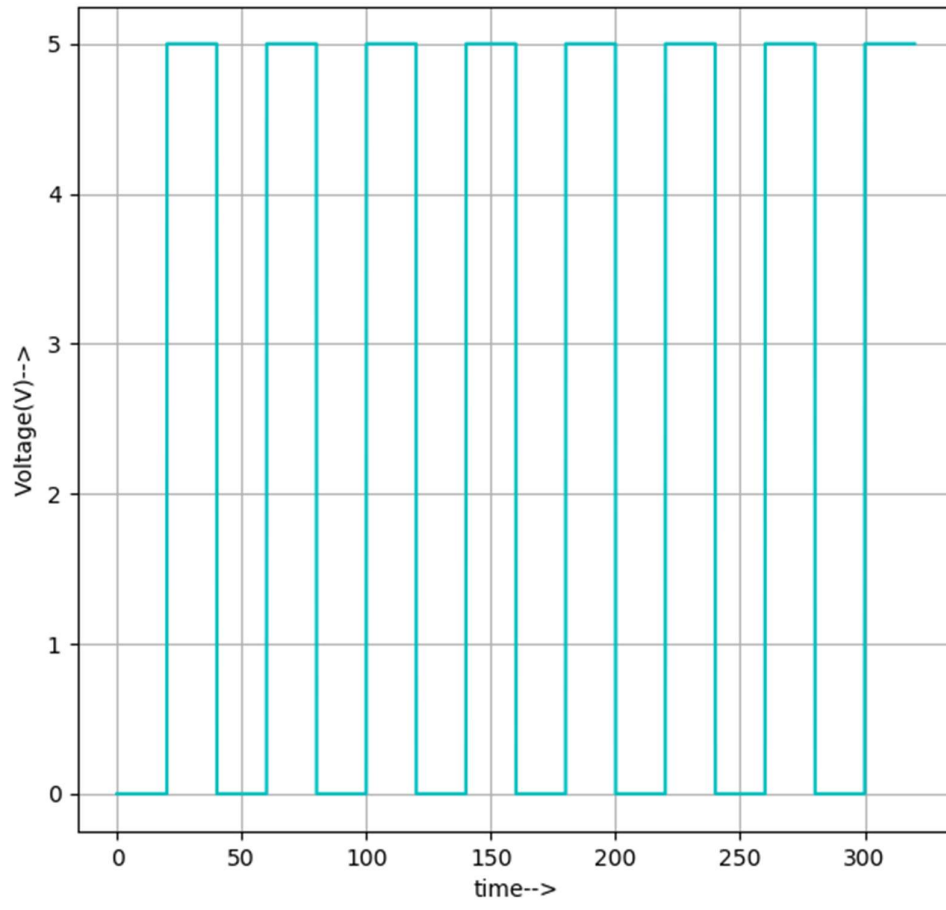




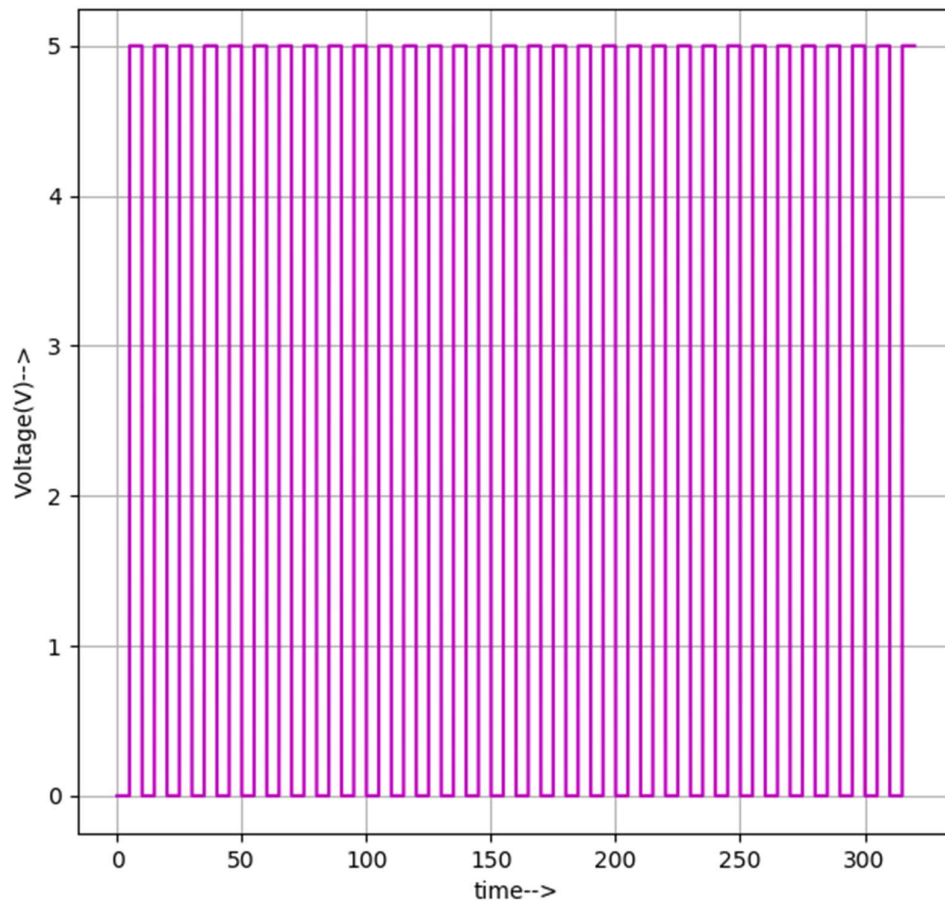
I-3:



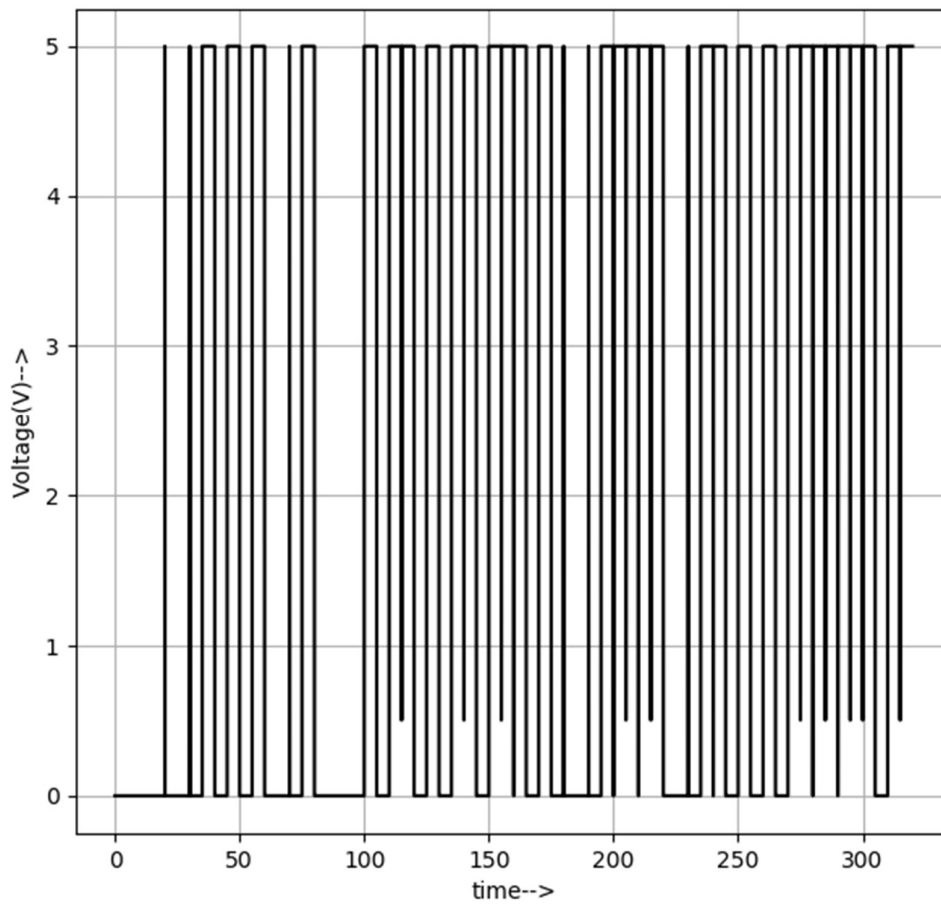
S0:



S1:



OUTPUT:



**Conclusion:**

Thus, the circuit for conversion of 3x1 mux from 4x1 was made in eSim and its truth table was verified from the simulations.

**Reference:**

<https://vlsiuniverse.blogspot.com/2016/07/multiplexer.html>